

FOR THE ATARI® 5200™ GAME SYSTEM

STAR TREK™

INTERCOM OPERATIONS SIMULATOR

OFFICIAL ARCADE VERSION



SEGA®

VIDEO GAME CARTRIDGE

You are the potential Captain of the USS Enterprise. Your training mission. Save the Federation from their most powerful enemy... **NORAD!**

There are ten levels of progressive difficulty—six rounds of action-packed adventure each.

Fight off marauding Klingons and menacing Anti-Matter Ships! Destroy them before they destroy you, or they will depopulate your Enterprise! Survivors and defenses.

Dock with your Starbases to replenish your weapons and repair your damages.

The longer you survive, the more space dangers you'll encounter! Maneuver through perilous fields of asteroids and blazing meteors.

Does your energy? Sharpen your navigation! Watch! Prepare for the ultimate challenge! Destroy the deadly mine-laying **NORAD!**

If you're successful, proceed deeper into space for more **STAR TRIP**, action! Ten different **STL** levels of unparalleled adventure!

Do you dare to venture where no video game has gone before? Be brave, be bold, be strong... but **BEWARE!**

SCORING

(Strategy Training Units = points)

- Destroy Klingon cruiser—100 STL's + (Sector + 1)
- Colliding with Klingon—100 STL's
- Destroy Anti-Matter Ships—500 STL's
- Each remaining green Starbase (not including Sector 1—2,000; Sectors 2, 3—3,000; Sectors 4—5,000; Sectors 6—7—6,000; Sectors 8—9—7,000; Sector 10—8,000) each remaining Sector add an additional 5000 STL's
- Each remaining Blue Starbase—500 STL's
- Destruction of **NORAD!**—3000 STL's

USING YOUR CONTROLLERS

ENTERTAINMENT SIMULATION Pushing the joystick FORWARD moves or THRUSTS the Enterprise in whatever direction it's positioned.

Pushing the joystick LEFT rotates the Enterprise COUNTERCLOCKWISE.

Pushing the joystick 45 degrees LEFT rotates the Enterprise COUNTERCLOCKWISE and THRUSTS it in that direction.

Pushing the joystick RIGHT rotates the Enterprise CLOCKWISE.

Pushing the joystick 45 degrees RIGHT rotates the Enterprise CLOCKWISE and THRUSTS it in that direction.

Pushing back and holding joystick engages Warp Drive.

CONTROLLER SWITCHES:
START—Starts game

PAUSE—Pauses game. If paused for longer than 30 minutes, the game ends and goes back to the title page. To end pause press start.

RESET—Ends game, goes back to title page.

HOW TO PLAY

The object of the game is to destroy NORMAN before other enemies and obstacles destroy you.



THE SCREEN You're at the helm of the U.S.S. Enterprise. Your screen is divided into three sections. Each one shows you what mission data:



A. GAUGES: Tracks your score (50 steps Training Units) and monitors Enterprise defenses and weapons. Energy Shields (green lines) and Warp Drive (blue lines) are your two defenses. Photon Torpedoes (red rectangles) and Phasers (red arrows) are your two weapons.

Energy Shields: Activates automatically; protect Enterprise from enemy fire and damage.

Warp Drive: Activates by pulling back and holding joystick. Slows enemy.

Photon Torpedoes: Push top fire button to destroy enemies in direct path of your Beamup.

Phasers: Activate unlimited number to destroy only one enemy at a time by pushing bottom fire button.

B. RADAR SCANNER: Your overhead view of the battle zone. Shows you the position of the Enterprise and your Starbase while it maps the constantly changing location of obstacles and enemies.

C. VIEWER: Simulates a 3-D view of the scene and obstacle encounters. It's the view from the bridge of the Starship Enterprise.

- D SHIELD FORCE INDICATOR:** The band in the middle of your screen changes color alerting you to the status of your Energy Shields.
- Dark Green—8 or more shields
 - Orange—7 shields
 - Light Green—4 shields
 - Dark Orange—1 shield
 - Yellow—3 shields
 - Red—ALL BUT 1 ALL DEFENSES DOWN

Game Play: Now you are ready to play STAR TRIG. The game is divided into ten Sectors (different each week). Each Sector has six different rounds.

- | | |
|-----------------------------------|---------------------|
| 1 Klingon Encounter | 4 Klingon Encounter |
| 2 Klingon Encounter | 5 Klingon Encounter |
| 3 Asteroid Field or Meteor Shower | 6 MOMBIA |

Guide the Enterprise safely through a round of play and you automatically enter the next one.

After surviving all six rounds in a sector, you automatically move to the next. As you advance, your enemies become more aggressive and dangerous and your victories more rewarding!

Klingon encounters: In your quest to destroy MOMBIA, you must first survive the attacks of the Klingon Battle Cruisers and Aero-Matter Saucers. The enemy vessels have the following characteristics:

 **The Red Klingon** ignores the Enterprise but try to destroy the Starbases. If a Red Klingon destroys a Starbase it turns white and retreats to join the Enterprise.

 **The Purple Klingon** seeks to destroy the Enterprise with **Plasma Energy Orbs**. They will keep enough distance from the Enterprise to avoid retreats while attacking. When Red Klingons turn white, Purple Klingons also turn white and try to revitalize Enterprise.

 **Yellow Aero-Matter Saucers** appear randomly. If the saucer collides with the Enterprise, it attaches itself to it for ship and drains all Warp Drive Energy.

All defenses and weapons are available for use during Klingon Encounters. If you dock with green Starbases, (by flying into them) damage to the Enterprise is repaired. As Energy Shields, a Photon Torpedo, and a Warp Drive unit are added to your Starship's armory, it needed. Up to 120 Shields and Photons can be stored up.

You may dock with each Starbase only once in each round. After docking, the Starbase changes from green to blue. The Red Klingons attack bases. Each Green Shield can survive ten (10) hits. When there are 5 Shields left, the SAUCE PLASMA ORB

There is either one (1) or two (2) bases per round.

ASTEROID FIELDS/ METEOR SHOWERS

After surviving two rounds of Klingon Encounters and random attacks from Anti-Matter Stations, your Starship must maneuver through Asteroid Fields or Meteor Showers seeking Starbases. Asteroids and Meteors move across your screen from left to right, faster than the Enterprise. Replicate your supplies, so you prepare for your ultimate challenge. If you hit an Asteroid or Meteor, the round ends after one successful dock or if time runs out.



NOMAD is your greatest target. His destruction is your greatest victory!

You must fuel down and destroy NOMAD while avoiding its deadly missiles and the mines it lays at your path. If you strike a mine or are hit by one of NOMAD's missiles, your supplies are depleted. Skillful maneuvering and rapid fire of your Phasers are the key to your success. If you destroy NOMAD, the screen flashes a spectrum of colors and you receive maximum bonus points. Your Starship advances to the first round of the next, more difficult Encounter. NOMAD cannot be destroyed by a Phaser. You must use Phasers to destroy NOMAD!



Remember, your success means victory for the Federation!

STRATEGIC TIPS

After playing *STAR TREK* several times, you'll discover which techniques work best for you. Here are some tips you will find helpful in your mission.

THE KLINGON ENCOUNTER

- Keep the Enterprise moving—Klingons can't easily destroy a moving target.
- Stock up Photon Torpedoes for later rounds when enemy Klingons are more numerous.
- Learn how to get Klingons to pursue the Enterprise in a line, and easily destroy them with one Photon Blast.
- Use Warp to dodge Klingon's plasma. The Enterprise can not be harmed in any way while in Warp.

THE ANTI-MATTER SAUCER

- If always moves away from the Enterprise to destroy it, make a path about-face and fire away.

YOUR STARBASE

- Dock with your Starbase in early rounds to build supplies for more difficult rounds.
- Try not to dock in later rounds for increased bonus STUs.

GETTING FIELD-ARTION CHEWIE

- Use left only use your Enterprise steering controls.
- Head your way through obstacles by lightly moving joystick left or right to turn.
- Only for wide sweeping turns should you hold the joystick left or right.
- During 19th round, take and replenish Enterprise supplies and prepare for ROMAG.

ROMAG

- At planet, observe ROMAG's movements.
- Avoid hitting or shooting mines. They will explode and deplete your supplies.
- Effective use of Warp Drive can allow you to position yourself near ROMAG.
- ROMAG places mines randomly. Try to get him as he travels across your path or while he is resting after reaching his destination.